

AMIGA CD 32™

2000 QUESTIONS!

Trivial Pursuit™

THE CD 32 EDITION

DOMARK®

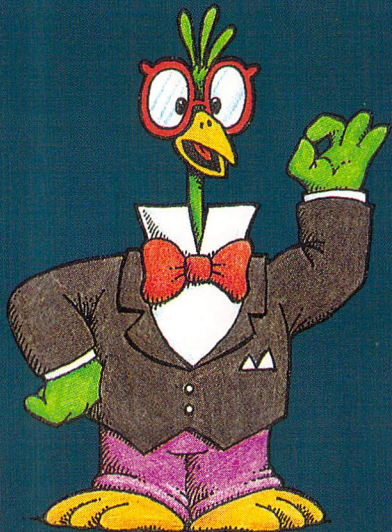
AMIGA CD³²TM

*Trivial Pursuit*TM

THE CD 32 EDITION

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Within the game where any reference is made to Button A, please press the red button.

How to play Trivial Pursuit on CD 32.

The disc contains 1000 different questions for hours of fun.

Place the disc in the CD 32.

Opening titles and credits will automatically appear. To begin the game press the red button on your CD 32 joystick at any time.

You will now be introduced to Russell, your Master of Ceremonies. He will invite you to watch a demonstration of how to play the game of if you have played before, go straight onto the game. Follow the instructions given and all will be clear.

The rules are simple. Each player starts from the centre position on the board. With a roll of the die, which you control by the remote control, Russell will tell you what you have thrown and which positions on the board you can move to. You can select any of the positions indicated.

The objective is to move around the board, collecting a wedge from each category by landing on the positions at the end of each spoke of the wheel on the board and correctly answering a question in that category. The first person to collect a wedge from each category and to return to the centre to correctly answer a question randomly selected from any category by Russell, wins the game. To help you keep track of your progress, each wedge collected is shown in your playing piece.

Remember: don't be fooled by the pictures. They do not give away the answers. In fact, they could be there to mislead you. Also, beware! Failing to determine the answer within the allowed time and selecting to "Reveal" the answer will cost you a move.

Good Luck and have fun!



The History of Trivial Pursuit

"What mighty contests rise from trivial things." Alexander Pope.

Trivial Pursuit was first invented in 1980 by three Canadian friends, Chris Haney, John Haney and Scott Abbot. Since then it has become the world's most popular board game and sells in over 30 different countries. The success has been the fun of the game and its enjoyment for players of all ages, from all walks of life. It has prompted reactions like "How did you know that?!"

Now, with the advent of CD 32, Trivial Pursuit takes on an exciting new dimension as 2,000 questions of

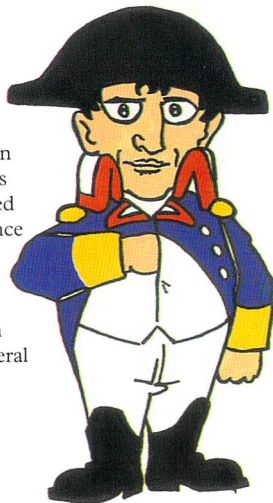
the same irrelevant and irreverent nature are enhanced by superb digitized pictures. But beware – the pictures do not necessarily provide the answers to the questions. In fact, there may be some red herrings to lead the more gullible players astray. There are also music questions, amazing sound effects and you may be asked to recognise the voices of famous people. The animated Master of Ceremonies, Russell, hosts the game, keeps you in check and introduces the characters who will ask the questions for each category. So let's meet them.



History

Napoleon Bonaparte, a well known historical figure himself, is our question master for History.

Well known for his small stature, it is a little known fact that Napoleon was indeed a carnivore for facts irrelevant. When not engaging in battle it is reputed that he was addicted to researching trivia. Perchance the reason for his repeated pleas "not tonight, Josephine". It is further rumoured he carried with him a small, pocket-sized trivia book which he clutched to his chest. If he had not been cut down in his prime, we may have had Trivial Pursuit several centuries ago.



Geography



Christopher Columbus, discoverer and explorer, is well suited to be our Geography question master.

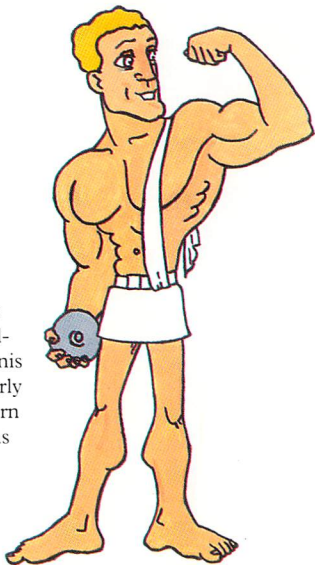
An intrepid explorer, Columbus discovered new worlds and cultures, some quite by accident! There are few corners of the globe to which Columbus has not ventured, albeit thanks to the generosity of one woman who financed most of his voyages. Join this dashing character and test your worldly knowledge.



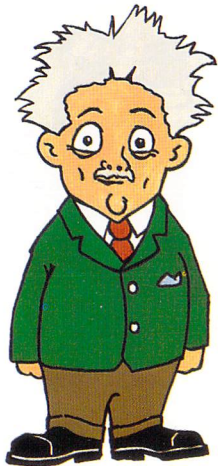
Sport and Leisure

Adonis, legendary athletic God and the ultimate Mr Body Beautiful, has been selected to ask the Sport and Leisure questions.

Well known for his pursuit of leisure (he was often to be found lying prostrate, being hand-fed peeled grapes by beautiful women), Adonis was also quite brainy, and is accredited in early documents for inventing precursors to modern day fads. Unfortunately for Adonis, there was insufficient interest in mutant turtles at the time, so he retired to open a gymnasium.



Science and Nature



Science and Nature questions are asked by that master of knowledge, Albert Einstein.

Einstein, to the point and a stickler for accuracy was, however, a poor student at school. Most of his early schoolboy days were spent discovering that the smallest of furry creatures produced the loudest of screams from little girls. It was only later, thanks to his close bond with his family and relatives, that he developed his most famous theory.



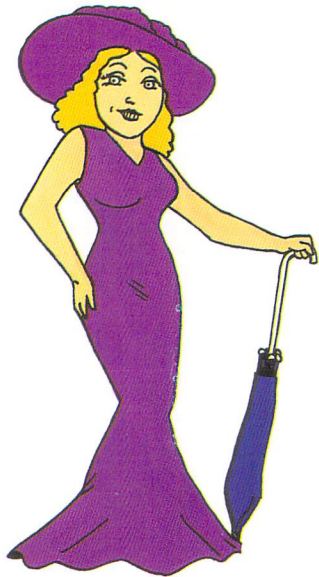
Art and Literature

Art and Literature questions are asked by the (in)famous William Shakespeare.

Shakespeares' artistic career ended in pre-school, when he failed finger painting, but his literary interests took off soon after. Barmy Bill, as he was affectionately known to his few friends, spent many hours locked in the seclusion of his small home, scribbling away on scraps of paper. His landlady often complained about ink spots on her furniture and it is rumoured she was the inspiration for one of his works with her frequent curses of "out, damned spot".



Entertainment



Mae West, actress and sexy provocateur, will ask the Entertainment questions.

Legendary for her line "Come up and see me sometime", few know that Miss West did not, in fact, live upstairs, but in a ground floor flat. Also it is not widely known that Mae once owned a chain of fashion stores selling her own design of figure-hugging frocks, but went out of business because few women were proportioned to suit the designs. This did not, however, affect the lady who went on to star in many great films, as a true entertainer.



How Trivial Pursuit on CD 32 was created – by the creators.

When work on Trivial Pursuit began in November 1990, none of us realised quite what we were letting ourselves in for!

The design concern was how to allow the players to interact with the game. The game had to be a fun, and accurate, version of Trivial Pursuit. Most importantly, we had to be able to match the way television programmes (which we consider to be the greatest competitor to CD 32) are presented.

Once the design was set and development started it became apparent that we needed a character as a central focus, one who would act as a master of ceremonies and lead players through the game. It was at this point that ten rough designs for an animated character were proposed, from a butler to a robot. However, the moment we saw the TP bird, it was love at first sight.

Soon after, Chris Langham, well known as the scriptwriter of The Muppet Show, was commissioned to establish the personality of the TP bird, coincidentally named "Russell", which developed into a kind of egocentric school master type. Work began on the animation and the six introductory pieces of animation for the category question masters.

Researchers were dispatched to photo libraries as we decided that every question should have a picture. We contacted the

BBC to obtain sound segments from interviews with famous celebrities and commentaries from famous events. A list of popular tunes and classical pieces was drawn up and work begun on re-recording them.

As the photos started arriving from the libraries each one had to be catalogued and digitized ready for conversion to the CD 32 format. Once the questions were written and Chris' script complete, we began the next phase – recording all the questions, Russell's lines and the music in professional studios. We were now nearing the end of the project, but were suffering two problems: sheer volume of data and Listitus (the sudden and uncontrollable urge to make a list!!).

At last the project was complete. Every question, piece of music, interview segment and photograph had been sampled. Every animation frame digitized, shrunk and coloured. The programming and graphic art was finished and the packaging designed. A project that had begun as an idea had finally become a reality. Our thanks to all those involved in its creation.

We sincerely hope you have as much fun playing this game as the team did in creating it.

Colin Boswell/Russell Ferrier
September 1993



We gratefully acknowledge the following people/organisations:

Picturepoint	Fabulous colour pictures
Hulton Picture Library	Fabulous black and white and colour pictures
BBC Enterprises Ltd.	Sound segments of famous voices and sound effects
Chris Langham	Script and Voice of "Russell"
Patrick Mower	Voices of the male category question masters
Kate Robbins	Voice of Mae West
André Jacquemin and staff	Engineering and studios for recording/sampling
Steve Collett	Sampling of the questions
Talkback and Sarah Chaloner	Assistance in co-production and trouble shooting
Words & Pictures Limited	Packaging artwork

As well as the team:

Andy Taylor	Opening title music
Jolyon Myers	Opening animation
Tony West	Animation and Lip-synch
Indra Goonewardene Jackson	Animation
Saurav Sarkar	Animation
Colin Carter	Programmer
Jaid Mindang	Creator/animator of "Russell"
Ian Millett	Creator/animator of category characters
Jason Orbaum	
& Evolution Studios	Music recording and research
Colin Boswell	Technical producer and programmer
Russell Ferrier	Producer

Special Thanks To:

John Jones Steele	CD 32 Conversion
Kris Hall	CD 32 Conversion, Project Management



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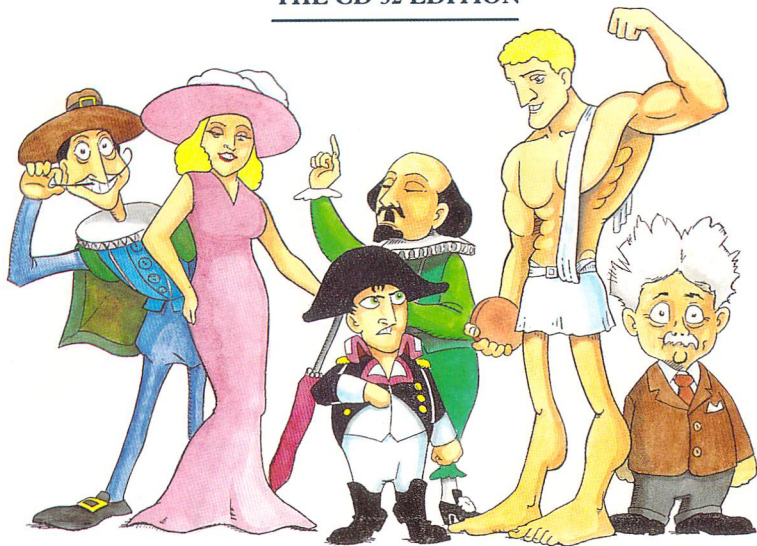
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